

GAME BOY ADVANCE™

AGB-BDFP-HOL



INSTRUCTION BOOKLET
HANDLEIDING

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The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



www.pegi.info



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:


Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

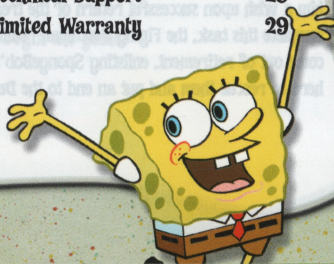
Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

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Story

Our hero is a well-meaning and optimistic fellow, but trouble often seems to follow wherever he goes. SpongeBob loves his job at the Krusty Krab and enjoys jellyfishing, bubble art, karate, and the pursuit of the perfect Krabby Patty.

One day, as SpongeBob searches for his pet snail Gary, he stumbles across an old magic bottle. Unknowingly, SpongeBob releases the Flying Dutchman who orders SpongeBob to find and bring back his hidden treasures from his pirating heydays. Never being a sponge to back down from a challenge, SpongeBob decides to give it a go, but only after the Flying Dutchman agrees to grant him a wish upon successful return of the treasure. However, as SpongeBob begins to complete this task, the Flying Dutchman reminisces about his swashbuckling days and decides to come out of retirement, enlisting SpongeBob's friends as his captive crew. Now, it's up to our hero to rescue them and put an end to the Dutchman's evil ways... and get his wish, too!

Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy Advance™. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *SpongeBob SquarePants™: Revenge of the Flying Dutchman* into the slot on the Game Boy Advance™. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to begin the game.

Controls



BUTTON

Menu Navigation

Control Pad

A Button

B Button

START

ACTION

Highlight menu selections

Confirm selection

Cancel selection; return to previous screen

Skip cutscene

Game Controls

Control Pad LEFT/RIGHT

Control Pad UP/DOWN (hold)

Hold Control Pad DOWN + LEFT/RIGHT

Control Pad DOWN (hold) + A Button

A Button

Walk/Change Direction

Look UP/DOWN

Crawl

Crouching Jump (Use Control Pad to guide SpongeBob into small crevices)

Jump/Continue cutscenes & dialog boxes
Jump and tuck into square spaces

A Button (Jump), then press and hold A Button

B Button

Control Pad UP + B Button

L Button

R Button

START

Note: To read signs and/or enter doors, position SpongeBob in front of the sign or doorway and press the Control Pad UP.

Glide (Use the Control Pad to guide SpongeBob while he is inflated)

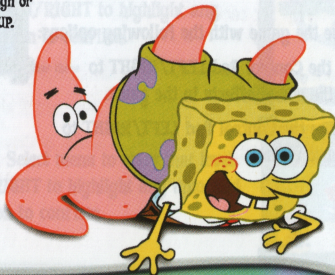
Blow Bubble

Blow Bubble Up

Cycle through Special Items

Activate Special Item

Pause Game/Skip Cutscene



Main Menu

New Game - Begin a new game of *SpongeBob SquarePants: Revenge of the Flying Dutchman™*.

Continue - Enter a password to continue a previously played game. See **SAVING AND LOADING** on page 15 for more information.

Options - Customise the game with the following options:

SFX Volume - Use the Control Pad **LEFT/RIGHT** to adjust the volume of the sound effects in the game.

Music Volume - Use the Control Pad **LEFT/RIGHT** to adjust the in-game music volume.



Playing a Game

Select **NEW GAME** from the Main Menu and choose your difficulty level (**NORMAL** or **HARD**). Press the **A** Button to start your adventure!

Chapter Select

Select a chapter from the Chapter Select menu to begin a game. Use the Control Pad **LEFT/RIGHT** to highlight any chapter, then press the **A** Button to confirm.

NOTE: You must play the first chapter before the other three chapters become unlocked.

Level Select

Select a level from the Level Select menu to start that level. Use the Control Pad **LEFT/RIGHT** to highlight any unlocked level, then press the **A** Button to confirm.



The Game Screen

1. **Bubble Bottle Display** - Shows which bubble is loaded into bubble wand. See "SpongeBob's Bubble Wand" on page 9 for more information.
2. **Special item icon** - Shows which item you currently have selected. See the "Special Items" on page 11 for more information.
3. **Doubloon Counter** - Displays how many doubloons you've collected so far.
4. **Sponge Meter** - How many SpongeBobs you have left is shown here.
5. **Underwear Health Meter** - SpongeBob's health is shown here.



items

SpongeBob's Bubble Wand

SpongeBob's main "weapon" is his bubble wand. This item is automatically equipped at the start of the game. You will be able to pick up various power-ups that will change the type of bubble that the bubble wand produces.



Normal Bubble (blue) - Used to trap enemies and use them as platforms. But be careful, enemies won't stay trapped for long...



Bounce Bubble (purple) - Used to make bubbles SpongeBob can jump on to get bounced up to hard-to-reach places. This bubble cannot trap enemies.



Strong Bubble (red) - Used to get rid of certain enemies and get through destructible obstacles.



Float Bubble (turquoise) - Used to make bubbles that SpongeBob can ride as they float upward. This bubble does not trap enemies.

The Flying Dutchman's Treasure



In order to collect the treasures of the Flying Dutchman, SpongeBob will have to collect three gem keys that are scattered throughout each level. Once he has collected them, he can unlock the main treasure chest located somewhere in that level and obtain one of the Dutchman's prized possessions. There are 10 main treasure chests in the game.



In addition to the 10 main treasure chests, the Flying Dutchman's gold doubloons from his days of scavenging the high seas are also scattered throughout the levels. Collecting 100% of the doubloons in each chapter will unlock a bonus game. Also, if you manage to collect 100% of the doubloons in the 2nd, 3rd or 4th chapters, you will receive an extra underwear icon added to your health meter. You can see how many doubloons are in a specific level by looking at the tally in the upper right-hand corner of the screen during gameplay or checking the level achievements table that appears after successfully completing a level.

Note: Some doubloons cannot be acquired without the use of a Special Item. If you find yourself struggling to reach doubloons and you just can't seem to reach them, try completing the Special Item challenges and coming back to them.

Special items

You'll get a shot at Special Item challenges after completing two levels in a chapter. To use a Special Item, press the L Button to select the item and the R Button to activate it. If you successfully complete each challenge, you can gain the following items (See "Mini-Games" on page 22 for more information):



Karate Glove - Allows SpongeBob to deflect or wipe out certain objects or enemies.



Jellyfishing Net - Allows SpongeBob to capture jellyfish.



Squeaky Boots - When equipped, SpongeBob can jump higher than normal. Hold the R Button to make SpongeBob run.

Note: These Special Items do not affect some enemies. Be careful when using them.

Pick-ups

SpongeBob can also pick up other items to help him along his quest.

Underwear - Replenishes SpongeBob's health meter.

Sponge - Gives SpongeBob an extra life.

Pausing the Game

Press **START** at any time to pause the game and access the following options:

Continue - Return to Bikini Bottom!

Sound - Access the Sound menu.

Exit Level - Return to Level Select menu.

Quit Game - Exit game and return to Main menu.

Sleep Mode - Put the game in Sleep Mode (see Sleep Mode on page 16 for more information).

Note: Pressing **START** during a mini-game simply pauses the game. Press **START** again to continue.



Friends



Patrick Star - SpongeBob's best friend, this somewhat clueless chubby pink starfish hangs on SpongeBob's every word.



Sandy Cheeks - A thrill-seeking, karate chopping squirrel from Texas and one of SpongeBob's pals.



Squidward Tentacles - Co-worker and neighbour of SpongeBob, this octopus is annoyed by everything.



Mr. Krabs - The greedy owner of The Krusty Krab and SpongeBob's money-hungry boss.



Gary - SpongeBob's beloved meowing pet snail.



Plankton - The mean and pretentious owner of the Chum Bucket who is constantly plotting to steal the famous Krabby Patty recipe.

Foes

JellyFish - Touch these and you'll be in for a nasty shock! Jellyfish come in four varieties:



Pink - your typical jellyfish, stationary and easy to catch



Green - these move up and down



Purple - these move from left to right



Blue - a rare find, these move in a circle



Flying Dutchman - The ghostly antagonist of our story.



Giant Clam - Use these babies as springboards or jump inside their open mouth to get shot directly across from where the clam is facing (these allow SpongeBob to break some obstacles). The clams won't directly injure you, but if you get shot into a jellyfish or other foes, you will take some damage.



Scallop Swarm - Scallops may be small, but they come with a nasty bite!



Sea Anemone - A stationary critter, but wander too close, and you'll get snagged by its tentacles.



Sea Creature - Watch out for these near cave entrances and dark areas! Tiny bubbles may tip you off to their location.



Puffball - Floats in place and shoots little eggs from its noggin. Try hitting them with a normal bubble to deflate them temporarily.



Sand Worm - The sand worm burrows through sandy areas and leaps into the air trying to catch SpongeBob in his path. A blow from a strong bubble will send the sand worm back underground.



Blue Eel - Eels pace back and forth blocking SpongeBob's path. Get too close and a nasty shock awaits you! A well-placed bubble can stun them into a heap so you can leap over them.



Pirate Ghost - If one of these scary dudes catch up to SpongeBob, they will give him a bear hug and pull him down through the floorboards to the level below.



Sea Urchin - This creature will roam back and forth, poking SpongeBob if he gets too close. Normal bubbles have no effect on this creature, but a strong bubble should do the trick.

Saving and Loading

SpongeBob SquarePants™: Revenge of the Flying Dutchman uses a password system to save and load the game data.

Saving a Game

After completing a level, a level achievements table will appear with a password. Be sure to write the password down exactly as its shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

Loading a Game

To load a previously saved game, select CONTINUE from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.



Sleep Mode

Don't feel like writing down a password or losing your place when you have to stop playing for a while? *SpongeBob SquarePants™: Revenge of the Flying Dutchman* features a Sleep Mode which allows you to temporarily save your progress at any point in the game. When Sleep Mode is activated, the Game Boy Advance™ system's display and CPU will shut down, conserving battery power and saving your place in the game until you resume playing.

To activate Sleep Mode, simply press START to pause the game, highlight the Sleep Mode option (YES or NO options will appear) and select "YES" to enter Sleep Mode or "NO" to cancel. To return to your game from Sleep Mode, simply press the L Button, R Button and SELECT simultaneously. The game will then re-awaken and you will be able to continue from where you left off.

Chapters

Note: There are five chapters in the game, each with its own set of levels.

Chapter 1: Home Sweet Pineapple

Level 1: Gary, Come Home

Treasure: Medal of Dishonour.

While on his daily walk with SpongeBob, Gary catches a whiff of some kelp nip, which leads him to the magic bottle where the Flying Dutchman is trapped. SpongeBob and Gary accidentally release the Flying Dutchman from his bottle prison and the adventure begins!



Chapter 2: Jellyfish Fields Forever

Level 1: Coral of the Story

Treasure: 1st Place Bowling Trophy

SpongeBob's quest leads him to the Jellyfish Fields. Search for the keys that will unlock the chest containing one of the Flying Dutchman's lost treasures.

Level 2: it's a Jungle Out There

Treasure: Parrot Statue

SpongeBob finds himself in the Kelpazoic Jungle as he searches for more of the Flying Dutchman's treasure.

Level 3: Catch of the Day

Treasure: Ancient Sword of Enchantment

Oh no! The Hooks! SpongeBob will have to be very careful as he makes his way around this area. The hooks are dangerous to the touch, but SpongeBob might be able to take a ride on some! The Wild Jellyfish waits for you at the end of this level.



Chapter 3: Out and About

Level 1: Clambake

Treasure: Dutchman Family Photo Album

SpongeBob searches for more treasure at Mussel Beach, a nice place for soaking up rays. He must cross the Goo Lagoon in search of the treasure... too bad SpongeBob doesn't know how to swim!

Level 2: Under the Boardwalk

Treasure: Peg leg

SpongeBob stumbles into an underground cavern as he seeks out more treasure.

Level 3: Sideshow SpongeBob

Treasure: Mermaid Man Issue No. 1

SpongeBob's next stop is the carnival, where he can bounce around on balloons or ride the Ferris wheel while searching for the Dutchman's treasure. An Alaskan Bullworm provides some heart-pounding action at the end of this chapter.



Chapter 4: Walking the Plankton

Level 1: Special Delivery

Treasure: Golden Anchor from Rock Bottom

Mr. Krabs finds out that SpongeBob is on a treasure hunt, and while proud that the boy is taking after him, he still needs SpongeBob to make Krusty Krab deliveries or risk losing business. Travel to the depths of Rock Bottom to make deliveries on time as you search for the Flying Dutchman's treasure.

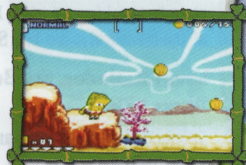
Level 2: Urchin to Fight

Treasure: Lucky Boxer Shorts

SpongeBob must make yet another delivery. This time he is off to the barren underwater outback. Quicksand hazards work against you as you try to make your way to your hungry customer.

Level 3: Snow Business

Treasure: Special Cup



A passing iceberg causes a sudden snowstorm in Bikini Bottom and SpongeBob must traverse the icy landscape in order to make another delivery for the Krusty Krab. Plankton's got a special surprise waiting for you at the end of this chapter!

Chapter 5: Dutchman's Due

Note: After completing the first four chapters, the final chapter is unlocked.

Level 1: Roll Out the Barrel

After finding all of the Flying Dutchman's treasure, SpongeBob returns to the Dutchman for the wish he was promised. The Dutchman, however, has suddenly decided to come out of retirement and relive his pirating days. He shanghais all of SpongeBob's friends and takes them as his captive crewmen on his ship. SpongeBob must rescue all his friends and then face the Flying Dutchman in a final showdown to receive his wish! Find SpongeBob's friends and snap them out of their enchanted servitude! Face and defeat the Flying Dutchman, avoiding his snot rocket, sonic scare attacks and his mystic fire breath!



Mini-Games

Throughout the game, you'll have a chance to participate in various mini-games - sometimes for a special reward!

Special item Challenges

Kah rah tay At the Tree Dome

Sandy challenges SpongeBob to see how many falling acorns he can karate chop. Chop 20 acorns and get the Karate Glove.

JellyFish Round Up

SpongeBob finally gives in to Patrick's requests to go jellyfishing. If SpongeBob captures all of the jellyfish in this challenge, he is given the Jellyfishing Net.

Krabby Patty Napping

Plankton is trying yet again to steal the famous Krabby Patty recipe. SpongeBob will have none of this as he battles Plankton's robot drones. Save the recipe and you'll acquire the Squeaky Boots!

Bonus Games

Jellyfish Rodeo

Finding a "Jellyfish Rodeo" sign within a level means that you've found the 3D Jellyfish Rodeo bonus game. In this game, SpongeBob is given the opportunity to earn extra lives. Make it to the finish line by trying to stay on the wild jellyfish as it bucks and weaves its way around obstacles and other jellyfish. Collect enough doubloons and earn extra lives!

Jellyfish Jam

It's time to boogie! Collecting 100% of the gold doubloons in the first chapter unlocks a dance challenge against a skilled jellyfish.

Doubloon Hunt

Collecting 100% percent of the gold doubloons in chapters two through four unlocks the Doubloon Hunt. Use the Bounce Bubble to collect all the doubloons in the time limit to earn an extra life.



Quickstart in het Nederlands - Het spel starten

1. Zet je Nintendo® Game Boy Advance™ UIT. Plaats of verwijder nooit een spelcassette als de Game Boy Advance™ aan staat.
2. Plaats de spelcassette van *SpongeBob SquarePants™: Revenge of the Flying Dutchman* in de Game Boy Advance™. Druk de spelcassette stevig aan.
3. Zet de Game Boy Advance™ AAN. Het creditscherm wordt zichtbaar (als je het creditscherm niet ziet, begin je opnieuw bij stap 1).
4. Druk in het titelscherm op START om met het spel te beginnen.

KNOP

Menunavigatie

Vierpuntsdruktoets

A-knop

B-knop

START

FUNCTIE

Menuoptie selecteren

Keuze bevestigen

Keuze annuleren; naar het vorige scherm teruggaan

Filmfragment overslaan



KNOP

Spelbesturing

Vierpuntsdruktoets **LINKS/RECHTS**

Vierpuntsdruktoets **OMHOOG/OMLAAG** (ingedrukt houden)

Vierpuntsdruktoets **OMLAAG**

(ingedrukt houden) + **LINKS/RECHTS**

Vierpuntsdruktoets (ingedrukt houden) + **A-knop**

SpongeBob in smalle spleten te sturen)

A-knop

A-knop (Springen), dan op **A-knop** drukken
ingedrukt houden

B-knop

Vierpuntsdruktoets **OMHOOG** + **B-knop**

L-knop

R-knop

START

Opmerking: als je een bord wilt lezen of een deur wilt binnengaan, zet je SpongeBob eerst voor het bord of de deur. Druk dan op de vierpuntsdruktoets **OMHOOG**.

FUNCTIE

Lopen/Richting veranderen

Naar **BOVEN/BENEDEN** kijken

Kruipen

Gebukt springen (Gebruik de vierpuntsdruktoets om

Springen/Doorgaan bij filmfragmenten en
dialoogschermen.

Springen en in vierkante ruimten verstoppn

Zweven (Gebruik de vierpuntsdruktoets om en

SpongeBob te sturen als hij opgeblazen is)

Bel blazen

Bel omhoog blazen

Speciale voorwerpen bekijken

Speciaal voorwerp activeren

Spel onderbreken/Filmfragment overslaan

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GETTING STARTED

HET SPEL STARTEN



Plaats de spelcassette van
SpongeBob SquarePants™
SuperSponge in de Game Boy
Advance™ en zet deze aan.
Nadat het spel is opgestart,
druk je op START om naar het
hoofdmenu te gaan. Hier kun je
een nieuw spel starten, een
opgeslagen spel laden, of de
instellingen wijzigen via het
menu Options (opties). Plaats
of verwijder nooit een
spelcassette als de Game Boy
Advance™ aan staat.

OPTIONS

From the Options Menu, you can customize the game. Change what the buttons do on the controller or adjust the sound effects and music volume.



COLLECTING 50 SPATULAS WILL AWARD
SPONGEBOB WITH AN EXTRA LIFE.
(SEE PAGE 17.)



SpongeBob
Tip



QUEST ITEMS

These sparkly items are located at the end of each level. Collect them to complete the level and move on.

GOLDEN SPATULAS

Collecting 50 spatulas will reward the player with an extra life.



BUBBLE MIXTURE / JELLYFISH JAM

In order to use the Jellyfish Launcher and the Bubble Wand, SpongeBob needs supplies. Grab these pickups to keep the action going.



PIEK-UPS AND POWER-UPS



PATTY BURGERS
Restores SpongeBob to full health.




SALTY FRIES
Restores 25% of SpongeBob's health.



SALTY SHAKES
Restores 50% of SpongeBob's health.




UNDERPANTS
Make sure you pick up this item when you see it, it gives SpongeBob an extra life!



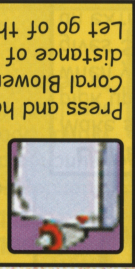
Jellyfishing Net

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button - if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy. SpongeBob can hold up to ten jellyfish in his net at one time.



CORAL BLOWER

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.



ITEMS



BALLOON

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.



BUBBLE WAND

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



JELLYFISH LAUNCHER

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.

CHAPTER 5: INDUSTRIAL

SpongeBob finally returns only to find out that the Shady Shoals TV has broken. If SpongeBob doesn't fix it fast, Mermaid Man will miss his favourite cartoon. Guide SpongeBob through Jellyfish Fields, Man Ray's Lair, the Oil Rig and the Canning Factory while obtaining items such as a monkey wrench, a TV antenna, a hammer and an oil can. The boss in this chapter is the Iron Dogfish, a creature that no one really knows anything about. Good luck SpongeBob!



CHAPTER 4: ROCK BOTTOM

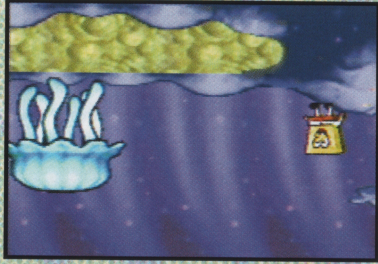
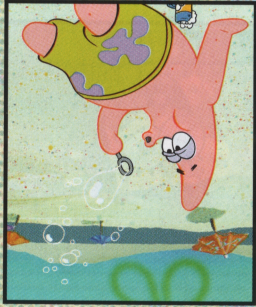
Barnacle Boy wants his favourite snack, a Kelp Bar. The only problem is, there's only one place to find this rare treat - the shady outskirts of Rock Bottom. SpongeBob will need to adventure down The Road to the Bottom of Rock Bottom, Lonely Souls, The Graveyard and The Last Stop while trying to find the elusive snack. Will he ever find one? The boss in this chapter is none other than the infamous Flying Dutchman who has been scaring the residents of Bikini Bottom for years. What a sponge won't do for his favourite superhero!



CHAPTER 3: BIKINI BOTTOM PREHISTORIC TIMES

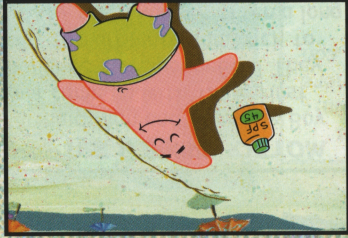
In this adventure, SpongeBob will use Plankton's time machine to go back into Prehistoric Bikini Bottom looking for new uniforms for Mermaid Man and Barnacle Boy. Search through the Precipice Canyon, Desert Wasteland, Kelpazoic Jungle and Inside the Whale to obtain a Clam Bra, Shell Slippers, a Starfish Mask and a pair of Superhero Pants. Be wary! Inside the Whale, SpongeBob must battle a parasitic worm!

Yuck!!!



CHAPTER 2: TO THE CENTER OF THE EARTH

With their meal complete, Mermaid Man and Barnacle Boy have requested some beauty products. In this adventure, SpongeBob will have to travel through the Cavernous Canyons, Thermal Tunnels, Acid Pockets and the Lava Fields to collect items like Kelp Cream, a loofah sponge, a mud pack and false teeth. At the end of the chapter, SpongeBob will have to defeat The Robotic Sub-Shark, one of Plankton's inventions gone haywire. It waits for you in the depths of the Lava Fields.



LEVELS

CHAPTER 1: BIKINI BOTTOM

Mermaid Man and Barnacle Boy have come up with their first challenge for SpongeBob! They want the ultimate sandwich to satisfy their hunger after a long day of patrolling Shady Shoals Rest Home. So it's up to SpongeBob to find the ultimate ingredients: bread, lettuce, Sea Nut Butter and Jellyfish Jelly. Visit Jellyfish Fields, Sandy's Tree Dome, Fish Hooks Park and Downton Bikini Bottom as SpongeBob tries to complete the tasks. Watch out for the



big boss, the Mother Jellyfish. This massive creature just wants to protect her young, so be careful - those electricity bolts can be a real shocker!

ENTER A PASSWORD

At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.



GAMEPLAY SCREEN



The item or
power-up
and the
number of
uses
available to
SpongeBob

The number of
tries available to
SpongeBob

The number of
spatulas SpongeBob
currently has
collected

Health

MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

START A NEW GAME - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

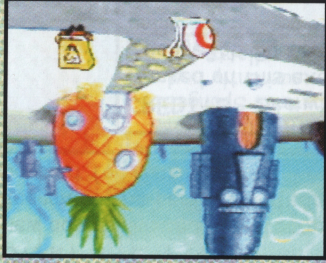
CREDITS - See who worked on this exciting SpongeBob SquarePants game.

OPTIONS - Customize the game. Adjust the sound effects and music volume or change the controller options.

ENTER A PASSWORD - See page 8 for more information.

INTRODUCTION

SpongeBob arrives to ask them for their autographs, they send him away on increasingly difficult challenges. If you can help SpongeBob complete each quest, you'll win the ultimate prize - superhero autographs for Patrick Star!



Welcome to Bikini Bottom!
SpongeBob is ready for another nautical adventure and he'll need your help. You see it's Patrick Star's birthday and SpongeBob would like to get his best friend the best birthday present ever - autographs from their favourite superheroes. That's right, autographs from Mermaid Man and Barnacle Boy!

But Mermaid Man and Barnacle Boy are just looking for some much-needed rest - they've just completed a long morning patrol at Shady Shoals Rest Home. So when

SPONGEBOB HAS ONE OTHER MOVE IN HIS SQUAREPANTS - THE BUTT BOUNCE. USE IT TO SQUASH THOSE WHO STAND IN YOUR WAY. PRESS THE A BUTTON TO START A JUMP, THEN WHILE YOU'RE IN MID-AIR, TAP THE A BUTTON AGAIN. SPLAT!!! ANY BADDIE BENEATH SPONGEBOB IS NOW HISTORY. USE THE CONTROL PAD TO STEER SPONGEBOB LEFT OR RIGHT WHILE HE'S IN THE AIR.



**SpongeBob
Tip**



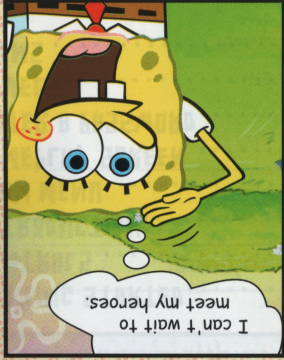
CONTROL 5



- Control Pad ▶/◀
- Control Pad ▲/▼
- A Button
- B Button
- B Button
- START
- L Button
- R Button

Move SpongeBob
Look Up / Look Down
Jump / Select Menu Item
Karate Chop / Use the equipped item / Return to previous screen
Launch Jellyfish
Pause game
Press this button to view SpongeBob's status (health, item
and number of uses available, number of lives, number of
spatulas).
Suck up shells with the Coral blower. Blow bubbles with the
Bubble Wand. Capture Jellyfish with the Jellyfishing Net.

GETTING STARTED



Insert the **SpongeBob SquarePants™: SuperSponge** cartridge into your Game Boy Advance™ system and turn the power on. Once the game has booted up, press **START** to bring you to the main menu. From there you can start a new game, continue, or configure the game via the Options Menu. Make sure that the power is off on your Game Boy Advance™ system before inserting or removing the Game Pak.



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SYSTEM.

Game Boy Advance Game Pak getest volgens:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΞΥΣΚΕΥΑΣΙΑ.
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SquarePants

SUPERSPONGE

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